15. A method according to claim 13, wherein a content displayed on the display is zoomed in/out when the first portion of the touch pad UI is pressed by a first finger and a second finger is moved on the second portion of the touch pad UI at the same time.

16. A method according to claim 1, wherein the content displayed on the display is zoomed in/out when a button is pressed in the mobile terminal and a finger is moved on the touch pad UI at the same time.

17. A mobile terminal comprising a touch pad UI and a display, wherein the touch pad UI is a touch pad user interface input device, and

wherein the touch pad UI is arranged into the back side of the mobile terminal,

wherein the touch pad UI is arranged to be operated by a touch of at least one finger, and

wherein the mobile terminal is further arranged to observe the position of at least one finger on the touch pad UI, and determine the corresponding position of at least one cursor on the display in order to display said cursor according to the position of at least one finger on the touch pad UI.

18. A mobile terminal according to claim 17, wherein the touch pad UI is a multifunctional pressure sensitive touch pad user interface input device

19. A mobile terminal according to claim 17, wherein the mobile terminal is arranged to display a cursor on the display essentially on the imaged line extending from the finger on the touch pad perpendicularly through the touch pad and display.

20. A mobile terminal according to claim 17, wherein the touch pad UI is fixedly arranged into the back side of the mobile terminal.

21. A mobile terminal according to claim 17, wherein the touch pad UI is hinged to the mobile terminal at least at one of the following part of mobile terminal: lowest part, upper part, right part and left part.

22. A mobile terminal according to claim 21, wherein the hinged touch pad UI is arrangeable into the position of angle between 0° and 360° relative to the mobile terminal and the mobile terminal is arranged to observe said position angle and if the touch pad UI is closed, when the position angle is essentially 0°, the touch pad UI is arranged to act as a mechanical protector for the display and the touch sensitive surface of the touch pad UI, and if the touch pad UI is opened so that the position angle is more than approximately 0°, the touch pad UI is arranged to act as a data input and pointing device.

23. A mobile terminal according to claim 22, wherein the touch pad UI is arranged completely open so that the position angle is essentially 360°, the touch pad UI is arranged to operate in two-hand mode, where data is arranged to be inputted by at least one finger through the touch pad touch pad UI device and where a cursor on the display of the mobile terminal corresponding the moving finger is arranged to move according the movements of the finger on the touch pad.

24. A mobile terminal according to claim 22, wherein the mobile terminal is arranged to observe whether the position angle of the touch pad UI hinged either to bottom or upper part of the mobile terminal, is more than predetermined limit

and if, arranged to convert the read direction data of the fingers movements on the touch pad in vertical direction to contrary.

25. A mobile terminal according to claim 22, arranged to observe whether the position angle of the touch pad UI hinged either to right or left part of the mobile terminal, is more than predetermined limit and if, arranged to convert the read direction data of the fingers movements on the touch pad in horizontal direction to contrary.

26. A mobile terminal according to claim 24, wherein the predetermined limit for the position angle is approximately 180°.

27. A mobile terminal according to claim 17, wherein the mobile terminal is arranged to display at least one object on the display of the mobile terminal, where the object is at least one of the following: menu, icon, number, letter, character, button and at least part of virtual keyboard.

28. A mobile terminal according to claim 17, wherein the mobile terminal is arranged to observe presses of at least one finger on the touch pad UI and determine the press as a click-operation.

29. A mobile terminal according to claim 17, wherein the mobile terminal is arranged to divide the touch pad UI virtually at least one first portion and at least one second portion.

30. A mobile terminal according to claim 29, wherein the mobile terminal is arranged to move a cursor in the display when moving a first finger on the first portion of the touch pad UI and scrolling a content displayed on the display to the up, down, left and right directions when moving a second finger on the second portion of the touch pad UI in appropriate direction.

31. A mobile terminal according to claim 29, wherein the mobile terminal is arranged to zoom a content displayed on the display in/out when the first portion of the touch pad UI is pressed by a first finger and a second finger is moved on the second portion of the touch pad UI at the same time.

32. A mobile terminal according to claim 17, wherein the mobile terminal is arranged to zoom a content displayed on the display in/out when a button is pressed in the mobile terminal and a finger is moved on the touch pad UI at the same time.

33. A touch pad UI for a mobile terminal, where the mobile terminal comprises a display, wherein the touch pad UI is a touch pad user interface input device, and

wherein the touch pad UI is arrangeable into the back side of the mobile terminal,

wherein the touch pad UI is arranged to be operated by a touch of at least one finger, and

the touch pad UI is further arranged to observe the position of at least one finger on the touch pad UI, and determine the corresponding position of at least one cursor on the display in order to display said cursor according to the position of at least one finger on the touch pad UI.

34. A touch pad UI according to claim 33, wherein the touch pad UI is a multifunctional pressure sensitive touch pad user interface input device

35. A touch pad UI according to claim 33, wherein the touch pad UI is fixedly arranged into the back side of the mobile terminal.